Create your tester portfolio

For novice testers

Presentation to Tech Career graduates

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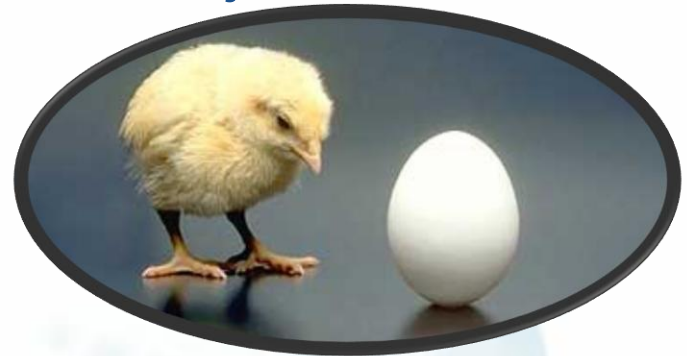
Why portfolio?

- Potential employers appreciate experience

  - not just a line in CV - you will probably asked to explain and demonstrate it

- People involved in hiring value **skill and passion** when looking for a new tester

- Your portfolio demonstrates your skills and passions

- You need experience to get a job but you need a job to get experience ☹
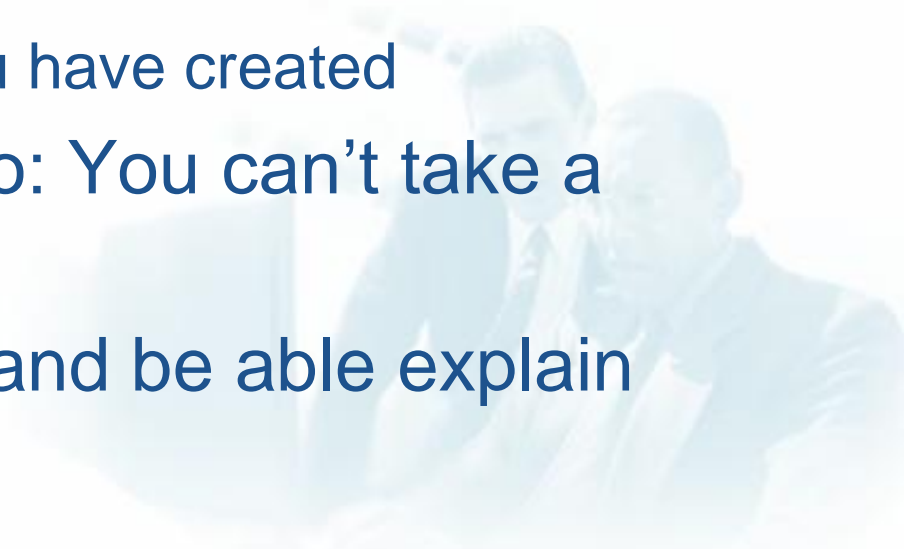 - If it was true, no one would have a job! ☺

- And still… What if you could gain experience in testing without having a testing job?

What should be in a portfolio?

- Like as in artist portfolio: best pieces of your work
  - best bugs you found
  - complex technology you had to deal with
  - creative ideas which lead your project to success
  - a challenging test design
  - automation framework you have created
- Unlike as in artist portfolio: You can't take a picture of it
- You have to understand and be able explain your work

- **Someone out there is looking for your help**

- You can find him… thanks to the internet
  - Open source projects are looking for contributors
  - Some commercial companies are turning to crowdsourcing to get bug reports

Open source testing

- Main site: www.sourceforge.net

Characteristics:

- **Thousands of projects** - find the one suitable for you
- It is possible to contact and **discuss with the project** development team
- The **source is open** –useful for better understanding of the story, or to practice static tests
- Usually **fewer time constraints** than community testing. This varies from project to project

Crowdsourcing testing

- www.utest.com

- Characteristics:
    - Provides releases of many types of SW and **pay you per bug** (*if it is accepted*)
    - Some companies offer releases for community testing with or without rewards
    - **Scope is usually defined** in details by the company
    - You get a **release notification**, and have a limited time to respond
    - You **compete with other testers** on being the first to find the bugs
    - You get the chance to **test real commercial products**, sometimes popular ones
    - You can **earn money** as you learn

- Look for a project that interest you
  - If it is fun to use, you're more likely to get involved

- Make sure you have meet the minimum systems requirements (hardware, operating system).
  - Don't try to test Linux apps in Windows environments ☺

- Check forum posts, releases dates, bug tracker and verify the project activity
  - Last activity from a decade ago = bad sign

- Check that the last release is mature enough for testing:
  - Alpha and Beta releases are the best for finding bugs and getting feedback for that
  - "Gold" or "Final" release are good for testing too, but usually will have less bugs in them (*enhances the challenge*)

- Look for "help wanted" requests in the billboard:
  - demonstrates the serious intentions of the developers and increase the chances that your work will be more valuable for the developer

After you've decided on a project:

- Read all available material on the project site
  - If there is any type of requirements, design or user document - read it carefully - that can be one of your oracles to determine what will be considered as bug

- Don't be shy. Talk with other people involved in the project, post your test ideas in the forum, and ask them for new ideas

- Download the SW and… **look for bugs!**
- While testing, think and describe what you are doing. Try to give a title for each tactic you are using, it will help you explain your work in the future

   Confused? Well, this will take a bit time to practice. Look at the following video that James and John Bach kindly share with us:

- http://www.youtube.com/watch?v=Vy0I2SB5OLo
- We also recommend reading further about it on <http://www.satisfice.com/blog/archives/310>

You have found a bug?

- Congratulations!
- Look for the **bug submitting guidelines** and follow them
- Think again about what you have done, so you'll be able to **explain your work**. Share your experience with your friends
- **Follow-up on the bug resolution** to be able to understand and explain more about it if needed

- **Find more bugs**, broaden your experience

What's next

- **Go and create your portfolio!**
- We want to hear from you
  - We are really interested to know how this works for you
- Send us any comments and share your experience to createtestportfolio@gmail.com
- Visit Shmuel's blog: http://testing.gershon.info